PlayStation®

NTSC | U/C

PlayStation®

CROC 2™

EVERYONE

CONTENT RATED BY ESRB

SLUS-00634
4111002

ARGONAUT SOFTWARE LTD

FOX INTERACTIVE™ ®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TECHNICAL SUPPORT

WEB SITE: If you have an internet connection, please go to the Fox Interactive web site at: **www.foxinteractive.com** and select CROC 2 in the product menu.

E-MAIL: Send us an e-mail at **Croc2@fox.com** and type a clear description of the problem in the subject line.

PHONE: Call us at 1-970-522-5369 daily between the hours of 11 a.m. and 8 p.m., Pacific Standard Time.

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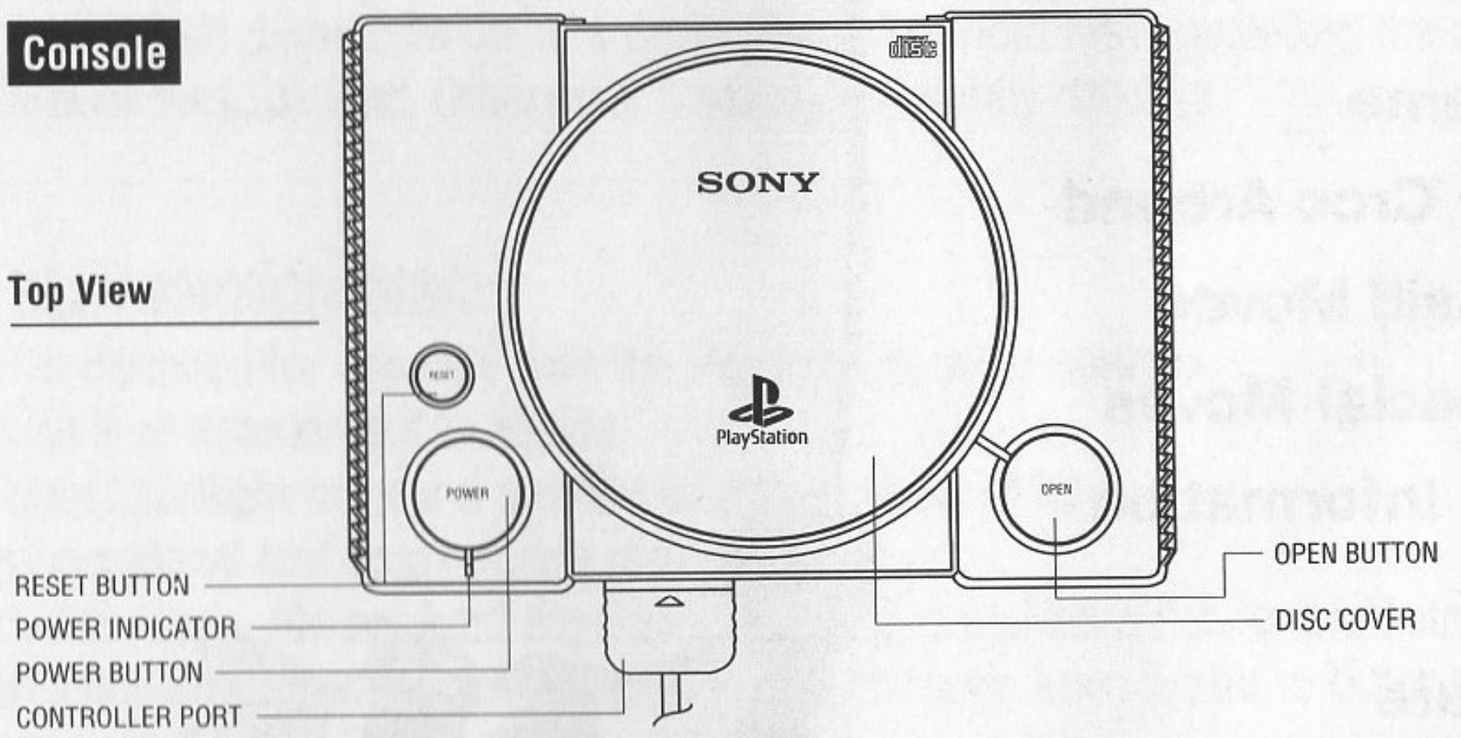
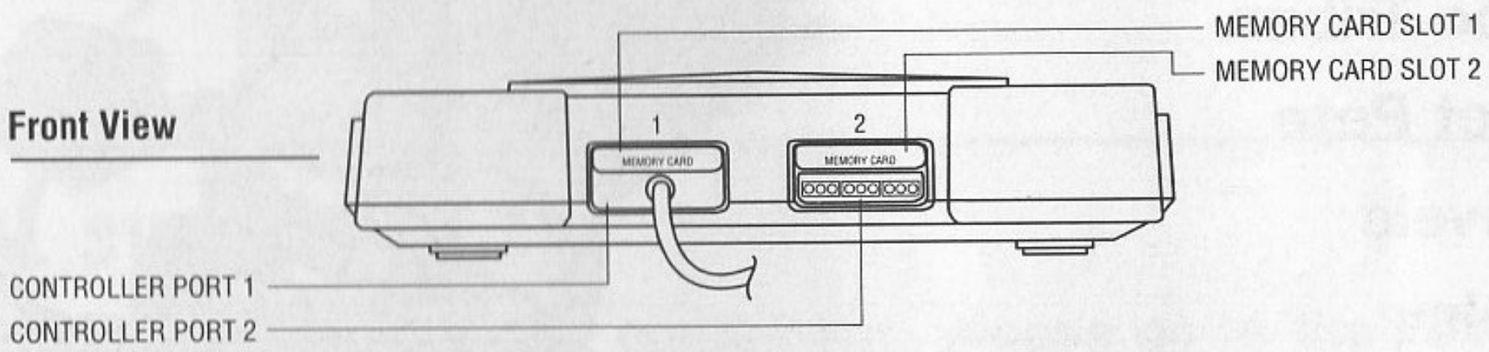
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *CROC 2* disc and close the disc cover. Insert game controllers and a Memory Card and turn on the PlayStation game console. Follow on-screen instructions to start a game.

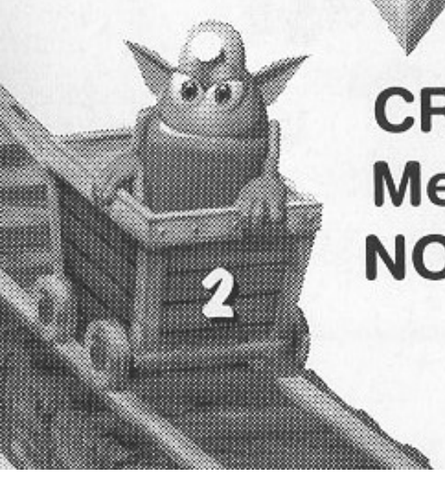
Console

Top View



Front View





GETTING STARTED

CROC 2 is an 'Autosave' title. This means that you should have a Memory Card in slot 1 when you play or else your progress will NOT be saved.

CROC'S TALE

Previously...

A baby Crocodile was found by the friendly Gobbos, cute little furballs who inhabit the Gobbo Islands.

Rufus, King of the Gobbos adopted the foundling, and with the help of the rest of the tribe, raised him, teaching him the ways of the Gobbos.

All was well until, one day, the evil magician Baron Dante arrived in the valley where the Gobbos lived. Dante was a miserable magician who took great pleasure in inflicting pain and suffering on others. Sickened by the happy Gobbos, he and his rampaging Dantinis swept into the Gobbo Valley capturing the Gobbos. King Rufus was taken by Dante himself and kept in a cage his Tower of Terror.

Croc managed to avoid capture but was left all alone. He knew he had to try to help the Gobbos any way that he could and that he must save the King from Dante.

After many adventures, Croc succeeded in freeing the Gobbos, defeating the Baron and saving King Rufus! Everything was back to normal in Gobbo Valley and young Croc was everyone's hero!

Now...

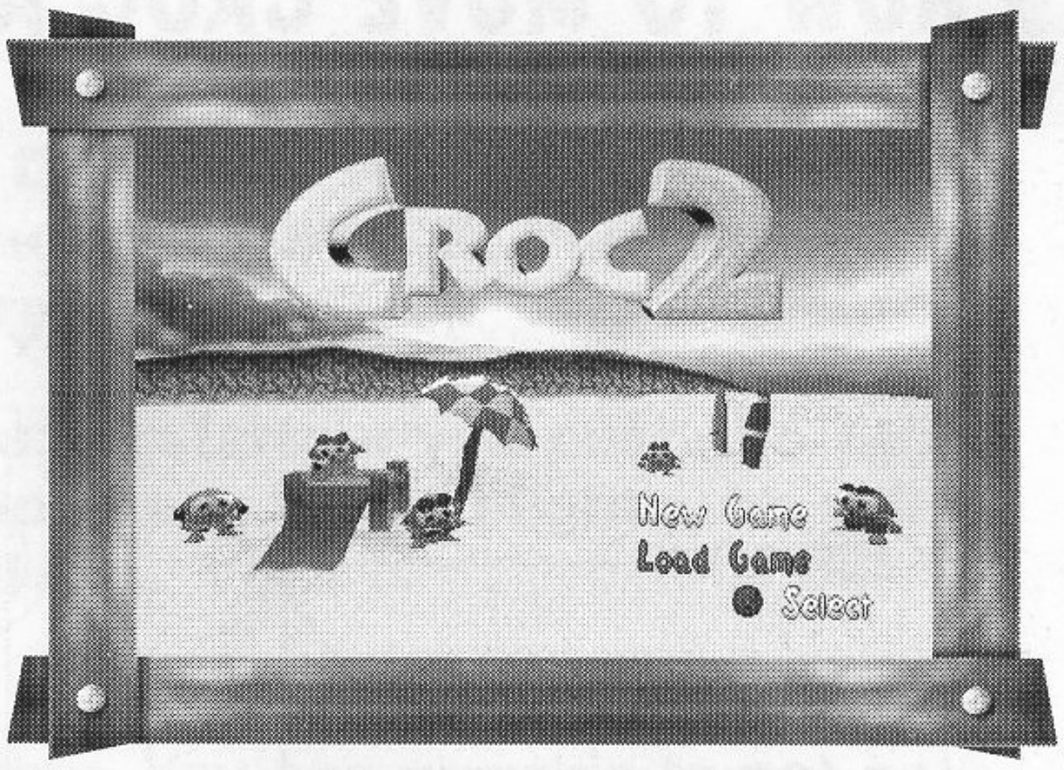
With Dante gone, Croc and the Gobbos have resumed their lives of playing and having fun, but meantime, not too far away, evil Dantinis plot the return of Baron Dante! Unfortunately an unlucky Inventor Gobbo is captured when he witnesses Dante's return.

One day, while Croc was playing on the beach, Croc found a bottle at his feet. He picked it up and, inside, found a message with a baby crocodile footprint on it. The message explained that the senders were looking for their long-lost son.

Croc was amazed! He took the message to King Rufus who read it and thought to himself and eventually told Croc that he would need to go to a far away land where there were other Gobbos who might be able to help him to find his parents!

With that, all the Gobbos help to make a see-saw that can catapult Croc all the way to the distant mainland, where his search can begin!

STARTING A GAME



This screen shows the following options **New Game** and **Load Game.**

New Game

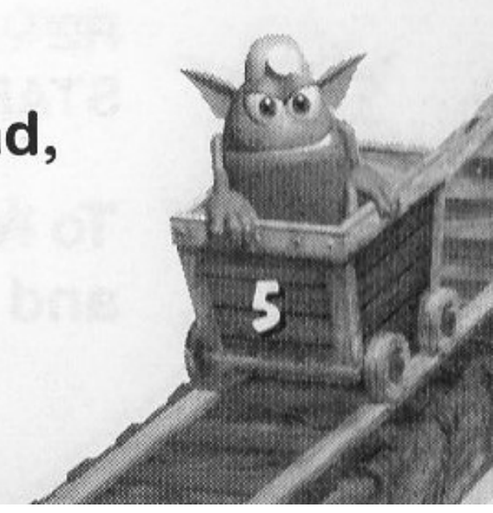
When you select this option you will be asked to enter a three letter code to identify your game (e.g. your initials), your progress is then saved into this game slot. Don't worry if there's already a CROC 2 game with the same name on your Memory Card. The new one will be saved separately.

If you insert an *unformatted* Memory Card, CROC 2 will first ask if you wish to format the Memory Card before asking you for a three letter code.

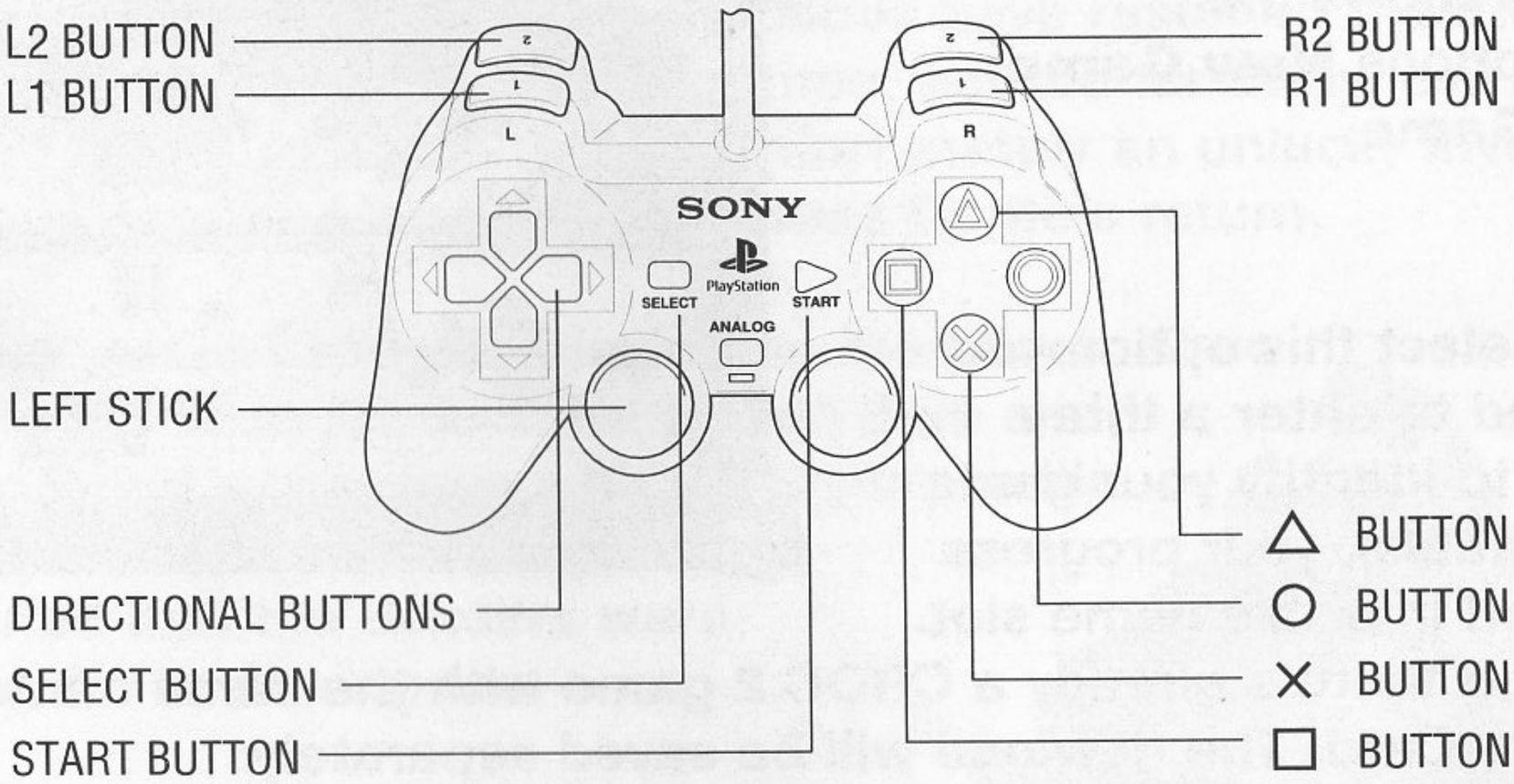
Load Game

If there is already one or more previously saved CROC 2 games on your Memory Card, you can simply select one and continue from where you left off.

When you place the cursor over the game that you wish to load, text appears, showing you how complete it is.

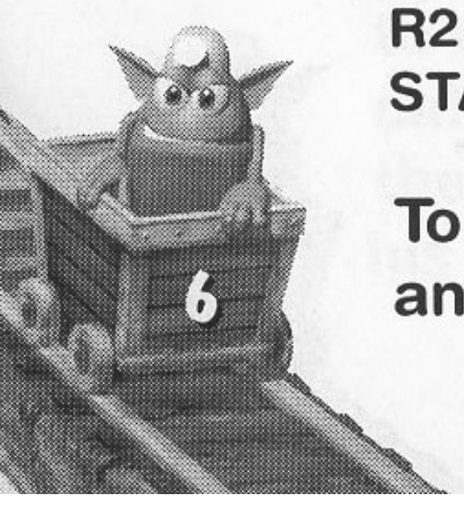


HOW TO MOVE CROC AROUND



LEFT/RIGHT/UP/DOWN ..... **move Croc in these directions**
LEFT STICK ..... **move Croc in these directions**
× ..... **jump/speed up dialogue text**
□ ..... **attack/talk to Gobbo**
△ ..... **use inventory item**
○ ..... **snap camera behind Croc**
L1 ..... **sidestep left**
R1 ..... **sidestep right**
L2 ..... **select previous inventory item**
R2 ..... **select next inventory item**
START ..... **pause the game/skip dialogue**

To reset to the title screen at any time, hold down SELECT and press and hold START.



CROC'S BASIC MOVES

Walking/Running

You can move Croc around using the **DIRECTIONAL BUTTONS** or (on Analog and Dual Shock controllers) the **LEFT STICK**. Pushing in any direction makes Croc move in that direction.

On Analog and Dual Shock controllers, the farther you push the **LEFT STICK**, the faster Croc will move. If you push it only slightly, he will walk, if you push it all the way, he will run.

Jumping

Pressing the × button makes Croc jump. You can use this to get onto boxes, ledges, trees, rocks, and all sorts of other things. The longer you press the button, the higher Croc will jump. If you push one of the **DIRECTIONAL BUTTONS** or any direction with the **LEFT STICK** while jumping, Croc will jump in that direction.

Attacking

Croc can attack things in two different ways, the first of these is the **TAIL ATTACK**. Pressing the □ button makes Croc do a tail attack, this is very handy against bad guys but can also be used to whack **Gongs**.

Croc's second attack is the **STOMP**. First press the × button to make Croc **JUMP** and then, while he's still in the air, press × again to make him stomp down. (In addition to hurting enemies, this move will help Croc open boxes and other hidden areas.)

TIP: If you hold × down after the second press, Croc can break through a *stack* of things all at once!

Sidestepping

If Croc is standing still, pressing the **L1** or **R1** button will make him sidestep to the left or right. If Croc's moving, using these buttons separately will make him run in a diagonal instead of straight ahead.

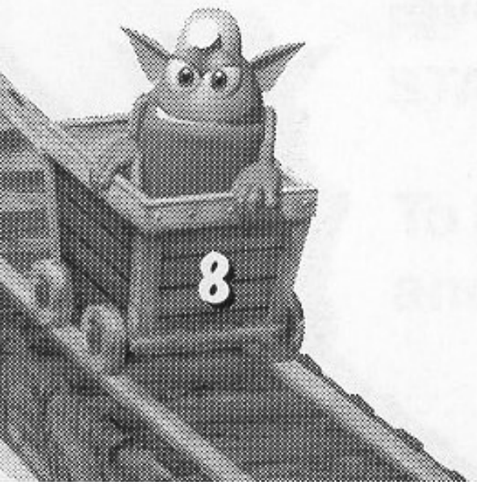
Croc's Backpack (Inventory)

Croc can fit a lot of things in his backpack but, at first, it's empty. Once he has picked up or been given some things, you can use the **L2** and **R2** buttons to see what's in there, and if you see something you want Croc to use, just press the △ button. Some things can only be used in certain places so you might have to look for clues!

CROC'S SPECIAL MOVES

Climbing

Croc can climb up some walls (ones that are covered with vines so he can hold on). To make him climb, just move him next to a wall with vines on it and push **UP**. Keep pushing **UP** to make him go higher, push **DOWN** if you want him to come back down and **LEFT** and **RIGHT** if you want him to go sideways. If he gets knocked off (or you press JUMP), he will let go but he can usually grab hold again before he falls too far.



Pushing

Croc can push certain **Boxes** and other objects (like giant ice cubes). All you have to do is walk towards them, and if they can be pushed, Croc will start to push them. All you have to do is push UP on the **DIRECTIONAL BUTTONS** or the **LEFT STICK** to move them.

Pick Up & Throw

Croc can pick up and carry things in his new adventure. To pick up an object just walk right into it. If it's something he can pick up then Croc will hold it in his hands. Although Croc can still JUMP, he can't do any of his **Special Jumps**, attacks or even run when he's carrying something. If you press ATTACK (□), he will throw whatever he's carrying as far as he can.

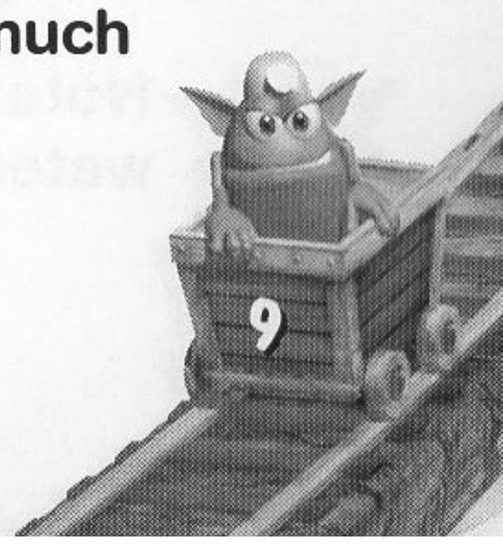
Special Jumps

Triple Jump

Croc can gain extra height with this move. Press the × button three times in quick succession and hold it. This makes him bounce on his tail high into the air.

Flip Jump

While Croc's running, press the **L1** and **R1** buttons at the same time, to perform an acrobatic tumbling jump. This special jump goes much farther than the normal one.



Gummi Savers® Jump

By jumping onto Gummi Savers, Croc can get bounced to some special places that he normally couldn't reach. There are three different kinds of Gummi Savers (colored blue, red, and green) and each one can bounce Croc to a different height (see Gummi Savers Jumps).

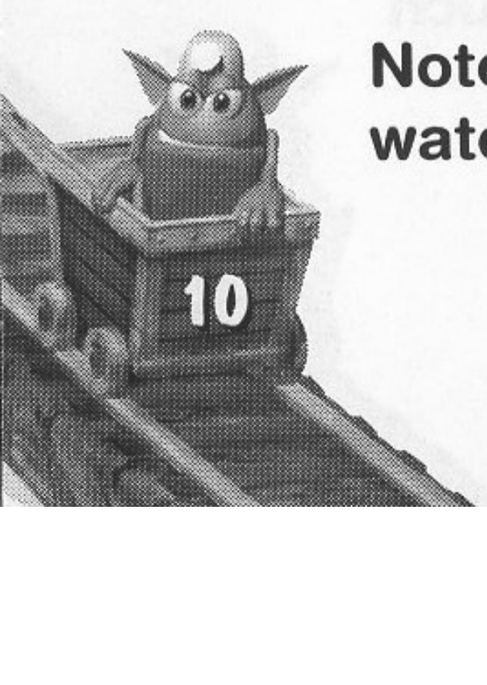
Swinging on Monkey Bars

To get Croc to use Monkey Bars he needs to jump up and catch hold of them. You might have to use the Triple Jump or jump from a Box to reach them. Once Croc is hanging from the bars, use the DIRECTIONAL BUTTONS or the LEFT STICK to make him swing along.

If Croc can jump onto the top of the bars, he can also run along on the top.

Swimming

In some areas, Croc can swim about in the water, use the DIRECTIONAL BUTTONS or the LEFT STICK to move Croc in the same way that you would on land. You can also JUMP (✕) to get out of the water and back onto dry land.



Note: If Croc is carrying anything, it drops if he jumps or falls into water.

Using Vehicles

Croc gets to use a lot of different kinds of vehicle in his quest, here's how to control them all.

Mine Cart

When Croc jumps onto a mine cart, it will start to move automatically. Using the DIRECTIONAL BUTTONS / LEFT STICK will make the mine cart lean to the left and right, and the JUMP (✕) button makes both Croc and the mine cart jump!

Boat

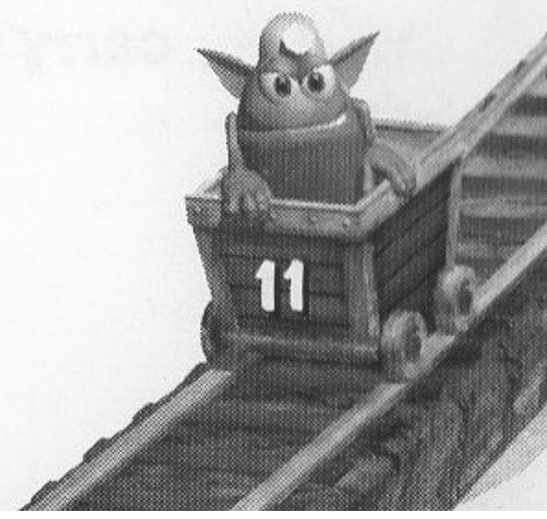
The DIRECTIONAL BUTTONS / LEFT STICK guide the boat left and right, use the ✕ button to speed up.

Snowball

Guide the snowball with the DIRECTIONAL BUTTONS / LEFT STICK but be warned, it can pick up a lot of speed and it's harder to control when it goes faster. JUMP works as normal by pressing the ✕ button.

Hot Air Balloon

Use the DIRECTIONAL BUTTONS / LEFT STICK to guide the balloon around. The ✕ button lets the balloon drop to lower altitudes. Press the ATTACK button (□) and Croc will drop ice cubes out of the balloon's basket.



Kart

The **DIRECTIONAL BUTTONS / LEFT STICK** will control the kart left and right. Use the ✕ button to accelerate.

Hang Glider

Use the **DIRECTIONAL BUTTONS / LEFT STICK** to control the hang glider's motion. **LEFT** and **RIGHT** move it side-to-side and **UP** and **DOWN** will pitch the nose down and up. To gain altitude, Croc must guide the hang glider into the rising thermals.

Plane

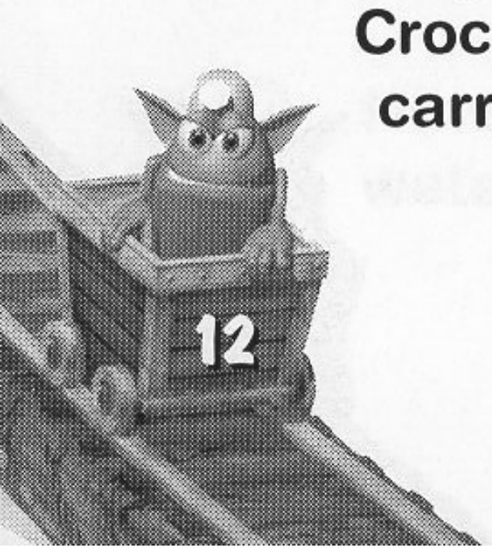
As with the hang glider, use the **DIRECTIONAL BUTTONS / LEFT STICK** to control the plane's motion. **LEFT** and **RIGHT** will move it side-to-side and **UP** and **DOWN** will pitch the nose down or up. The ✕ button will fire the plane's nose-mounted machine guns.

Swinging on Ropes

Croc can JUMP (✕ button) onto swinging ropes to get to certain places. You'll have to carefully time when Croc jumps off (✕ button again) to make sure he lands in a safe spot.

Grabbing Balloons

Croc can jump up and grab balloon strings. The balloon will then carry him off and pop when it reaches its destination.



AL
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❑ yes ❑ no

I. What influenced you to buy

❑ Electronics Boutique
❑ Wal-Mart

Thanks for purchasing this Fox Interactive product! Want to get the latest news and info on this and other great video and entertainment stuff?!!! Fill out this card to tell us more about your interests and we'll keep you in the know!! Or save a stamp and fill it out online at www.imafan.com/foxi

First Name _____ Date of Birth ___/___/19___
(month) (day) (year)

Last Name _____ Sex: ❑ Male ❑ Female

Address _____

City _____ State _____ Zip _____

Phone ___-___-____

Email _____@_____

A. Which platform(s) do you own?
- ❑ PlayStation® game console
- ❑ Nintendo 64
- ❑ Dreamcast
- ❑ Gameboy Color
- ❑ Windows PC
- ❑ Macintosh
- ❑ iMac
- ❑ Other_____

B. How many people in your household play games?
- ❑ 1 ❑ 2 ❑ 3 +

C. Do you own a computer?
- ❑ yes ❑ no

Do you lease it?
- ❑ yes ❑ no

D. About your computer:

Processor:
- ❑ 486
- ❑ Pentium
- ❑ Pentium MMX
- ❑ Pentium II
- ❑ Pentium III
- ❑ AMD K6
- ❑ Cyrix
- ❑ Power Mac
- ❑ iMac

E. My computer has a:
- ❑ CD-ROM
- ❑ DVD-ROM
- ❑ Color Printer

F. 3-D Graphics Accelerator Card:
- ❑ 3Dfx/Voodoo
- ❑ ATI
- ❑ Nvidia/Riva
- ❑ Matrox
- ❑ S3 / Savage
- ❑ 3D Labs / Permedia
- ❑ i740
- ❑ PowerVR
- ❑ Rendition

G. I connect to the web thru:
- ❑ America Online
- ❑ MSN
- ❑ @ home
- ❑ Other _____

H. How many games have you bought in the last 6 months? _____

I. What influenced you to buy this game?
- ❑ In-store play
- ❑ Saw store display
- ❑ Read article/review
- ❑ Saw/Heard on internet
- ❑ Saw ad in magazine
- ❑ Saw/Heard on AOL
- ❑ Word of mouth
- ❑ Saw on TV
- ❑ Other_____

J. What magazines do you read regularly?

	Buy	Subscribe
1. _____	❑	❑
2. _____	❑	❑

K. What websites do you access regularly?
1. _____
2. _____

L. What types of games do you like most? (check all that apply)
- ❑ Action/Adventure
- ❑ Driving/Racing
- ❑ Fantasy/Role Playing
- ❑ Fighting/Wrestling
- ❑ Flight Simulation
- ❑ Shooter
- ❑ Strategy
- ❑ Sports
- ❑ Reference
- ❑ Arcade

M. Where did you purchase this game?
- ❑ Toys R' Us
- ❑ Kay Bee Toys
- ❑ Electronics Boutique
- ❑ Wal-Mart
- ❑ K-Mart
- ❑ Babbages
- ❑ Software Etc.
- ❑ Best Buy
- ❑ CompUSA
- ❑ Target
- ❑ Online store
- ❑ Other_____

Check here ❑ if you would prefer not to have your information shared with companies whose products and services may be of interest to you.

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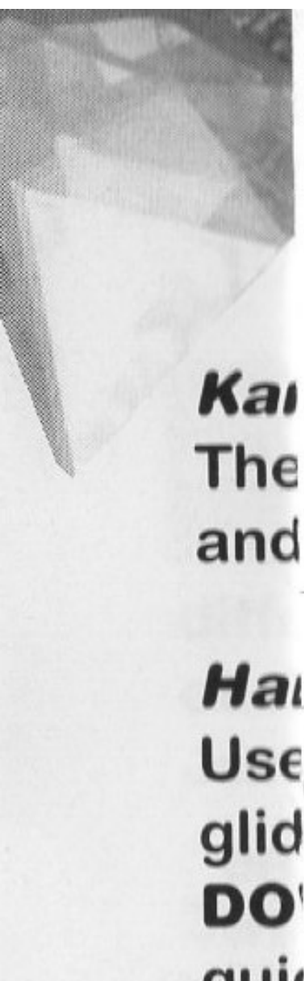
FOX/CROC2/SONY



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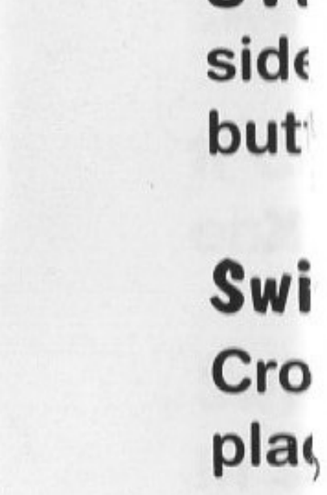


Place
Stamp
Here

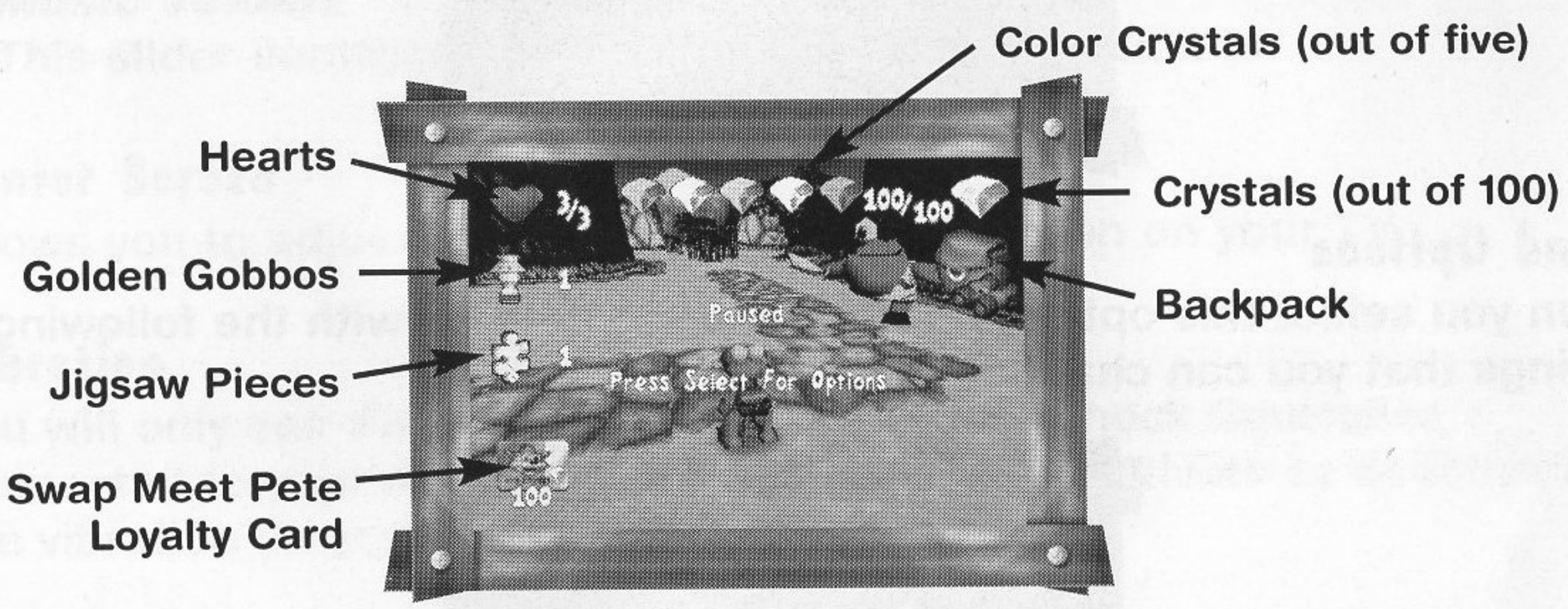
Fox Interactive
P.O. Box 7022
Red Bank, NJ 07701-7022

Using Clockwork Gobbos

Sometimes you get to control special **Clockwork Gobbos** for short periods of time. These can be moved around using the **DIRECTIONAL BUTTONS / LEFT STICK** but watch out, they only last until they wind down. Use them to get extra pick-ups.

Onscreen Information

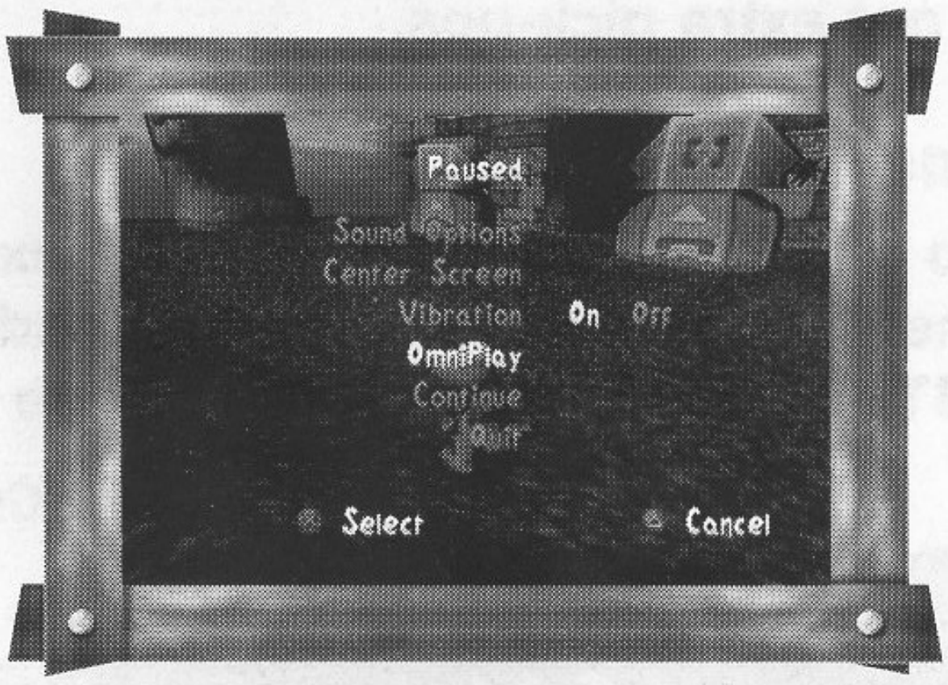
Information pops up onscreen as it changes (for example, when you pick up **Crystals**, the Crystal Counter appears) and if, during the game, you press PAUSE (**START** button) you'll see all the following:



HEARTS .....you have in reserve (HEART POTS increase 2nd no.)
COLOR CRYSTALS (out of five) .....found in current level
CRYSTALS (out of 100) .....found in current level
BACKPACK .....current selected INVENTORY item
SWAP MEET PEET LOYALTY CARD .....total CRYSTALS found in game
GOLDEN GOBBO .....statues found in game
JIGSAW PIECES .....found in game

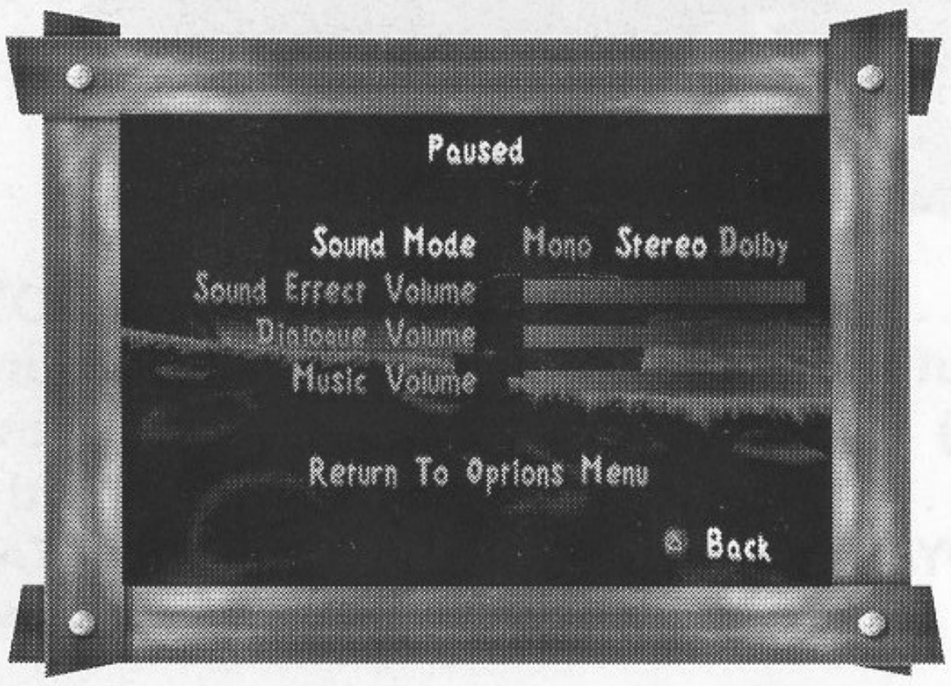
Options

Press SELECT while paused and this brings up the Options Menu. It will allow you to change various different settings.



Sound Options

When you select this option, another screen appears with the following settings that you can change:



Sound Mode
This can be set to Stereo, Mono or Dolby Surround[1].

Sound Effect Volume
This slider controls how loud the sound effects in the game are.

Dialogue Volume
This slider controls the sound effects for when the Gobbos, Croc, and everybody else are talking.

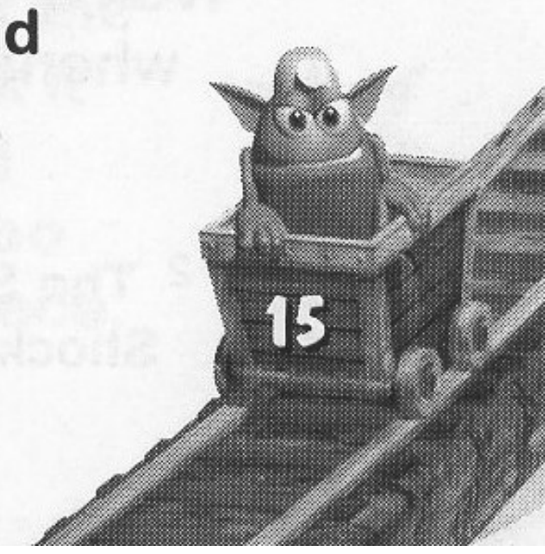
Music Volume
This slider controls how loud the music in the game is.

Center Screen
Allows you to adjust the positioning of your screen on your TV.

Vibration
You will only see this option if you have a Dual Shock Controller connected to your machine. This option lets you activate or deactivate the vibration on your Dual Shock Controller.

Quit
To exit your game or to quit your game, select this option and follow the prompts.

[1] Trademark of Dolby Laboratories.



OmniPlay™

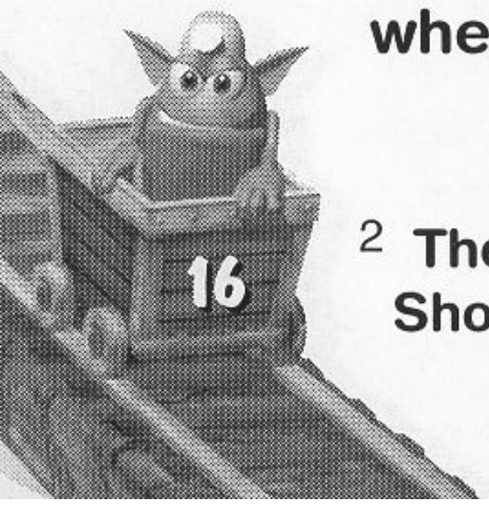
Although CROC 2 is NOT a two player game in the conventional sense, it *does* feature a unique option to let two players *both* share control of Croc. This is particularly useful if, for example, you are teaching someone else to play CROC 2. We call this OmniPlay™.

Simply put, OmniPlay™ allows both Game Controllers to control the one onscreen Croc. You can independently switch on or off each of the following controls via the OmniPlay™ menu:

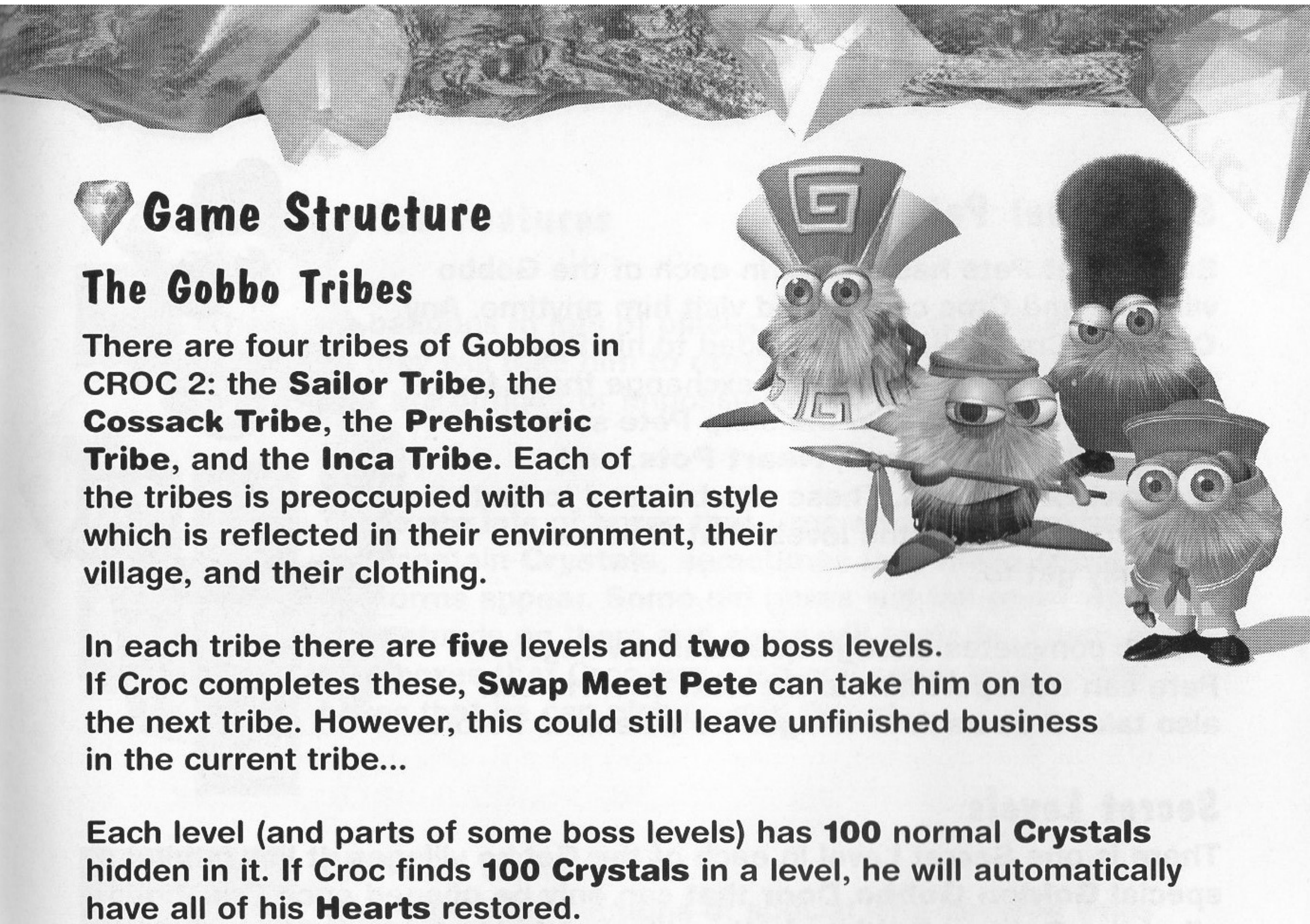
Share Movement	yes/no
Share Attacking	yes/no
Share Jumping	yes/no
Share Sidestep	yes/no
Share Camera	yes/no
Share Inventory	yes/no
Share Vibration[2]	yes/no

This allows Game Controller #2 to have as much (or as little) control as the person using Game Controller #1 wants. The two players can then play cooperatively.

NOTE: Just don't blame us if fights break out over who's doing what when! Remember now, play nice!



[2] **The Share Vibration option will only appear if the second controller is Dual Shock compatible.**



Game Structure

The Gobbo Tribes

There are four tribes of Gobbos in CROC 2: the **Sailor Tribe**, the **Cossack Tribe**, the **Prehistoric Tribe**, and the **Inca Tribe**. Each of the tribes is preoccupied with a certain style which is reflected in their environment, their village, and their clothing.

In each tribe there are **five** levels and **two** boss levels. If Croc completes these, **Swap Meet Pete** can take him on to the next tribe. However, this could still leave unfinished business in the current tribe...

Each level (and parts of some boss levels) has **100** normal **Crystals** hidden in it. If Croc finds **100 Crystals** in a level, he will automatically have all of his **Hearts** restored.

Each level (but not bosses or secret levels) has **five Color Crystals** hidden in it and, if Croc finds all of these, he can get a **Golden Gobbo** statue! Sometimes Croc is taken to a secret section to collect the **Golden Gobbo**, sometimes it appears and he just has to pick it up. If Croc collects all of the **Golden Gobbos** in a village and defeats the bosses, he will be able to open the **Golden Gobbo Door** behind which is a **Secret Level** with a hidden **Jigsaw Piece**.

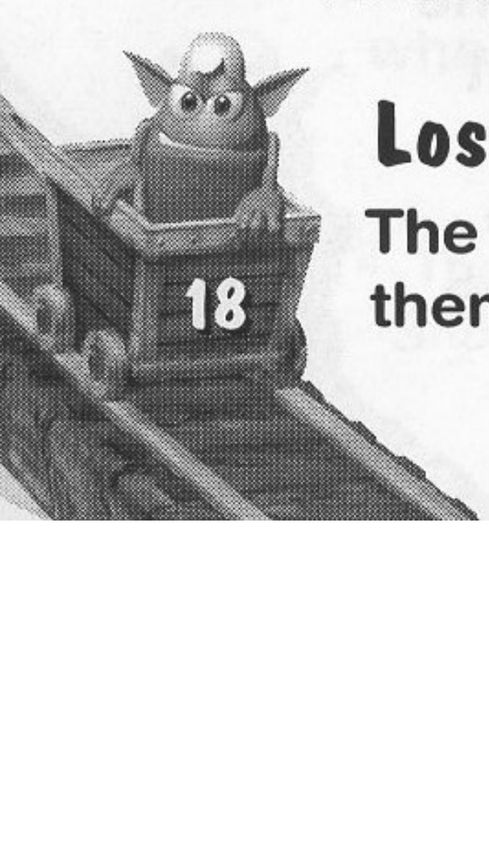
Swap Meet Pete

Swap Meet Pete has a shop in each of the Gobbo villages, and Croc can go and visit him anytime. Any **Crystals** Croc collects are added to his **Swap Meet Pete Card** and he can exchange these for items in Pete's shop. In the shop Pete sells **Gummi Savers Jumps**, **Heart Pots**, and **Clockwork Gobbos**. These can be used to find extra cool things in the levels that Croc can't normally get to.

If Croc completes enough quests in a village, Pete can transport him to the next one! He can also take Croc back to villages he's been to before.

Secret Levels

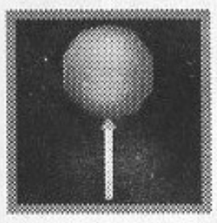
There is one Secret Level in each of the Gobbo villages. It lies behind a special **Golden Gobbo Door** that can only be opened once Croc finds all of the **Golden Gobbos** in the village. Hidden in each Secret Level is a **Jigsaw Piece** and when Croc has all **four** (one from each village makes **four** in total) of these in his possession, the **Lost Levels** are revealed!



Lost Levels

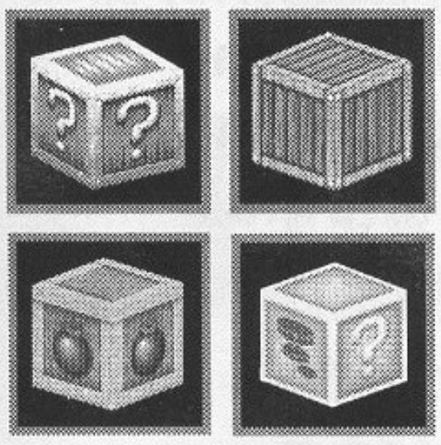
The Lost Levels are especially difficult and, if Croc completes them, then the game is **100**% complete!

A-Z of Interactive Features



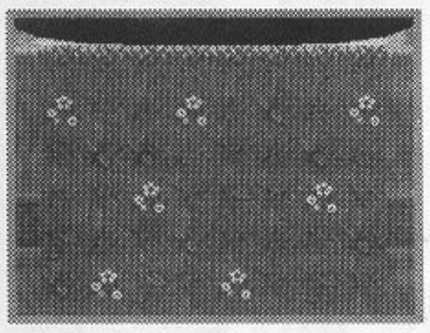
Balloons

There are balloons in lots of places. Croc can grab hold of them and they will take him to other spots in the level, usually places that are difficult or impossible to get to.



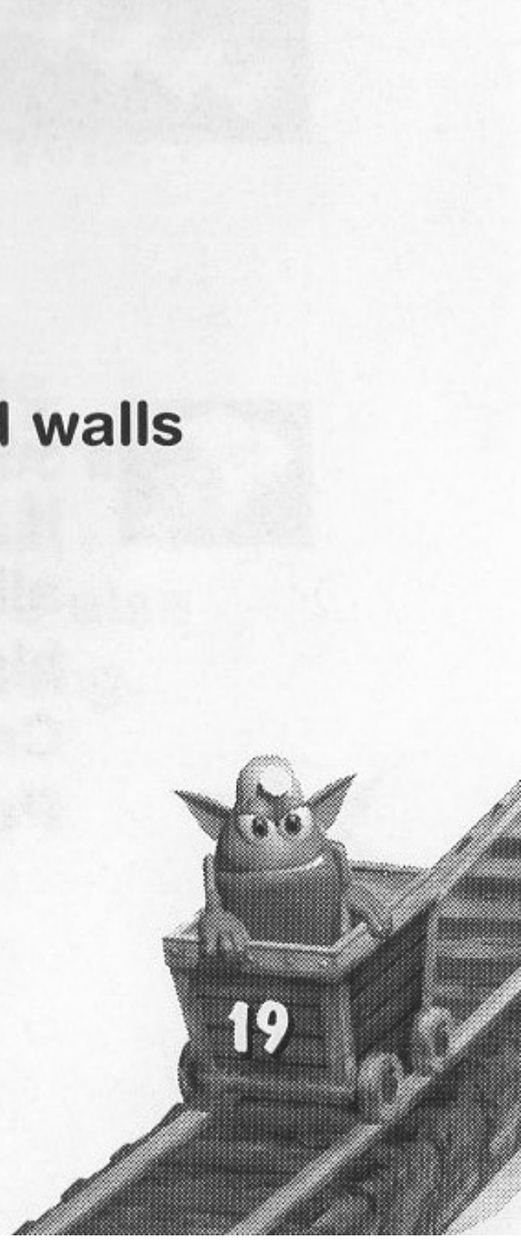
Boxes

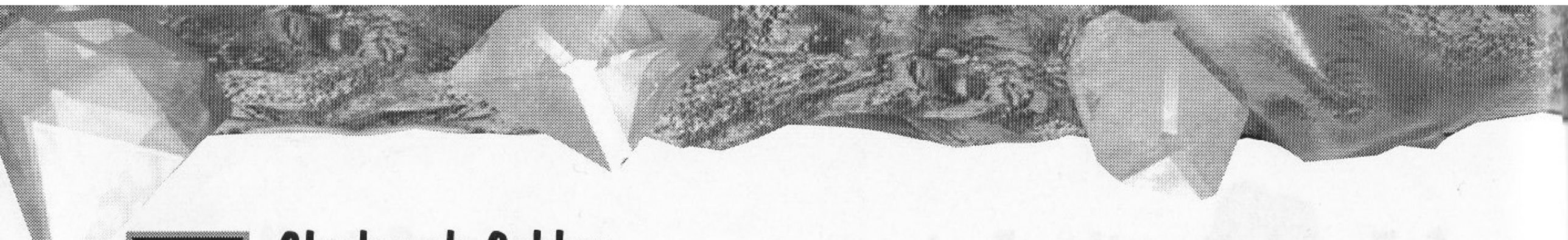
There are lots of boxes that Croc will find. Sometimes they contain **Crystals**, sometimes they make special platforms appear. Some old boxes will fall apart when Croc stands on them and some will explode! There are also boxes that Croc can push and some small bomb boxes that he can pick up and throw!



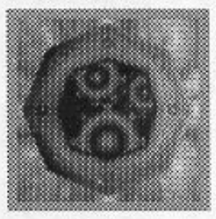
Climbing Walls

Croc can climb sections of special vine-covered walls to reach higher areas.





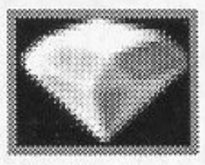
Clockwork Gobbos



These little wind-up critters can be very helpful to Croc because they can go places that he cannot go. You must buy them from **Swap Meet Pete** and they can only be used on special 'clockwork markers' that Croc will come across in the level. While standing on the clockwork marker, select the Clockwork Gobbo from Croc's backpack (using the **L2** and **R2** buttons) and then press the △ button to use it. You can now control the Clockwork Gobbo until his timer winds down. Try to pick up as many things as you can! You can go back and use another Clockwork Gobbo anytime if there are things that you missed.

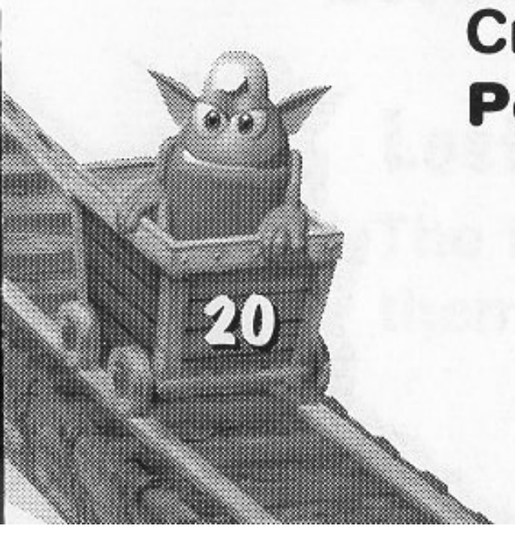
Color Crystals

Certain levels have **five** of these hidden in them and, when Croc finds all **five**, either a **Golden Gobbo** or a special warp bubble will appear that will take Croc to a **Golden Gobbo**.



Crystals

If Croc finds **100** Crystals in one level he will automatically have all of his **Hearts** restored. Any Crystals he collects are added to his **Swap Meet Pete Card**. You can replay levels and get more Crystals anytime and they all get added to the **Swap Meet Pete Card**.



Golden Gobbos

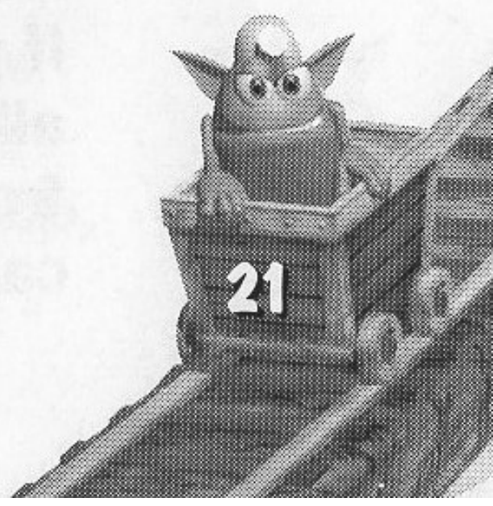
Golden Gobbos are found by finding the five **Color Crystals** that are in a level. Either the Golden Gobbo itself or a special warp bubble will appear. Touching the warp will take Croc to a special section where he will find the Golden Gobbo. Croc must find all the Golden Gobbos in a village to open up the **Golden Gobbo Door**.

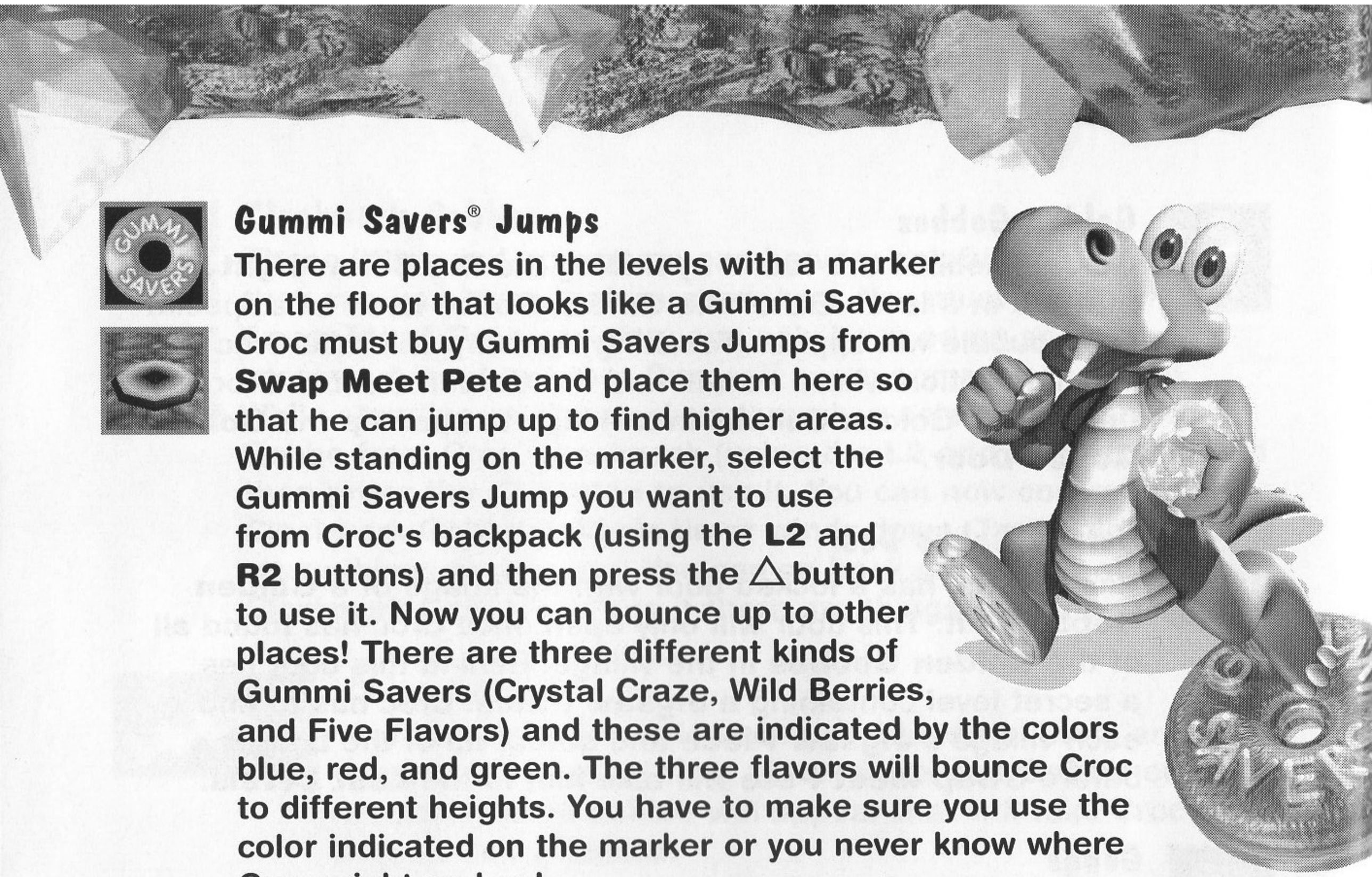
Golden Gobbo Door

Each village has a locked door with the image of a **Golden Gobbo** on it. This door will only open once Croc has found all of the **Golden Gobbos** in the village. Behind this door lies a secret level containing a **Jigsaw Piece**. Croc has to find each village's **Jigsaw Piece** and defeat all of the bosses before **Swap Meet Pete** will take him to the **Lost Levels**.

Gongs

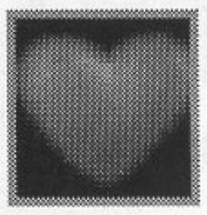
Croc will find **two** types of Gongs throughout the game. The first is the **Save Gong**, which has a picture of Croc's footprint on it. When Croc hits one of them with his tail, he will come back here if he loses a **Heart** somewhere else in the level. The other kind is the **Swap Meet Pete** Gong. When Croc's tail whacks one of these, he is magically transported out of the level and back to the Gobbo village.





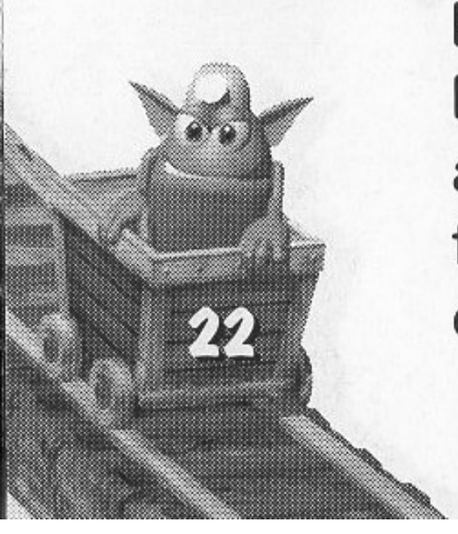
Gummi Savers® Jumps

There are places in the levels with a marker on the floor that looks like a Gummi Saver. Croc must buy Gummi Savers Jumps from **Swap Meet Pete** and place them here so that he can jump up to find higher areas. While standing on the marker, select the Gummi Savers Jump you want to use from Croc's backpack (using the **L2** and **R2** buttons) and then press the △ button to use it. Now you can bounce up to other places! There are three different kinds of Gummi Savers (Crystal Craze, Wild Berries, and Five Flavors) and these are indicated by the colors blue, red, and green. The three flavors will bounce Croc to different heights. You have to make sure you use the color indicated on the marker or you never know where Croc might end up!



Hearts

Croc has a number of Hearts that protect him from harm. Every time he is injured he will lose a Heart and flash. If you find Hearts in the level, you can restore ones that Croc has lost. If you find **100 Crystals** in a level, Croc will automatically have all his **Hearts** restored. If you find a **Heart Pot** (or buy one from **Swap Meet Pete**), you can collect extra Hearts and Croc can be injured more times.



Heart Pots

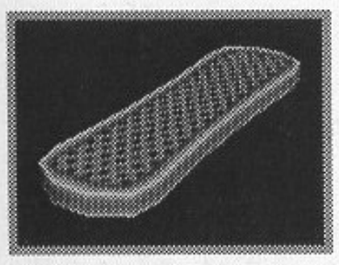
These are found in secret places and can also be bought from **Swap Meet Pete**. These allow Croc to collect extra **Hearts** to protect him from harm.

Jigsaw Pieces

These are hidden in the **Secret Levels** that are behind the **Golden Gobbo Doors** in each Gobbo village. There is **one** Jigsaw Piece in each village, making a total of **four**. When Croc has defeated all of the bosses and finds all **four** of the Jigsaw Pieces, **Swap Meet Pete** can take him to the special **Lost Levels** to finish the game.

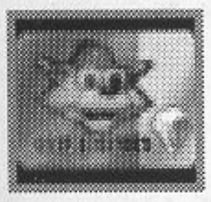
Keys

Sometimes there are locked doors or cages that Croc cannot stomp open. To unlock these he must pick up a Key and bring it to the door or cage.



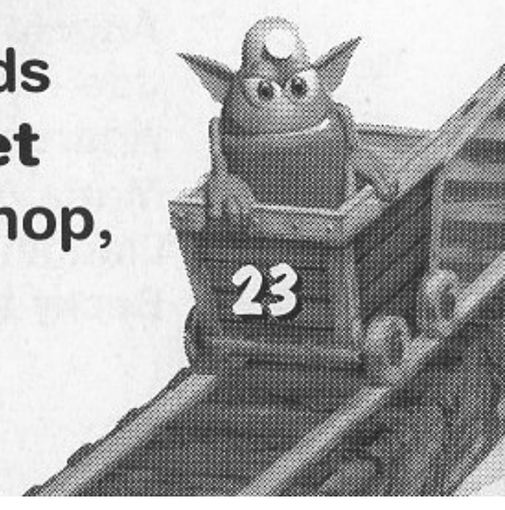
Monkey Bars

There are Monkey Bars all over the place! Croc can either run along the top of these or jump up and swing along underneath them.



Swap Meet Pete Card

This little card stores all of the **Crystals** that Croc finds on his quest. At any point he can take it to **Swap Meet Pete** to trade them for the things that he has in his shop, like **Gummi Savers Jumps**, **Heart Pots**, and **Clockwork Gobbos**.



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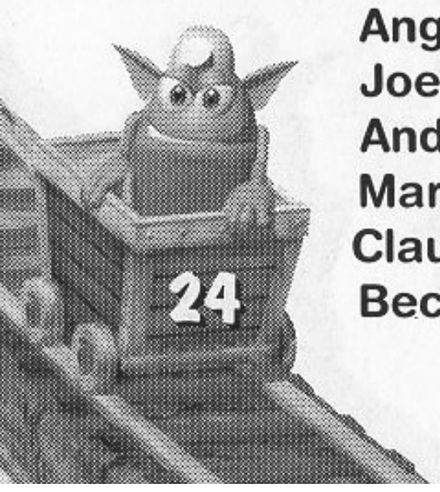

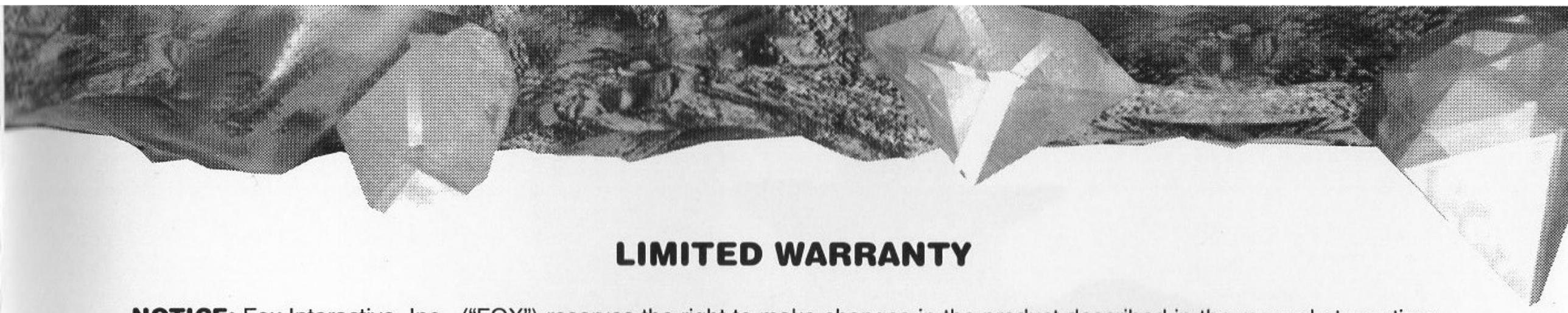

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